



The Power Runes of Odin

Rista?

Radha?

Fa?

Freista?

Bidhja?

Blota?

Sendā?

Soa?

Knowest thou how to Carve?
Knowest thou how to Read?
Knowest thou how to Color?
Knowest thou how to Test?
Knowest thou how to Offer?
Knowest thou how to Send?
Knowest thou how to Sacrifice?

“The Runes are there, for any fool to read,” Onund proclaimed. “But only he who has Hung on the Tree, as did Father Odin, one who has gazed on the Abyss and suffered its emptiness, may know their true meanings or tap the Power that lies within.” “Yah, sure. Save that priest-doodle for the peasants,” Helfdan scoffed pleasantly. Saru the Serpent picked a bit of fluff from his mead. “Well, my ignorant, ill-tutored friend, they do say the Runes were given to Man by the Immortal Odin All-Father. The legends suggest that the Immortal ‘died’—‘hung on the tree’, they say. Through the experience of death, through gazing into the incomprehensible void, Odin gained some insight into the magical significance and power of the Runes. “Nice of him to go to all that trouble just for you humans, right?” Dwalinn rolled his head from the table and squinted at the candle. “Well, our pal Odin also expects us all to go through considerable sacrifice to share the meaning of the Runes. I suppose you’ve heard those stories of ritual suicides and raising of the dead associated with learning Runes? All true. Right, Onund!” Onund glared at Dwalinn without replying. “Folk are just dying to learn the secrets of the Runes, right?” asked Helfdan, and collapsed in fits and giggles. Dwalinn blinked at the others in astonishment. “Helfdan made a pun. Incredible. A punning barbarian. What is the world coming to?”

On one level, Runes are simply a special form of written language popular among Northern clerics, used particularly for inscriptions in wood, stone, or other hard surfaces. On a higher level; certain special Runes known as “power Runes” have special magical meanings. With the aid of certain clerical spells, experienced clerics can enhance the power and significance of these Runes. The most common use of Runes is in seeking divine guidance and inspiration. The Interpret Runes spell permits clerics to learn an Immortal's will or to gaze into the future.

Another use of Runes is for inscriptions on standing stones. Standing stones are free-standing slabs of rock inscribed with a mixture of practical advice and mystical insights concerning great and humble men, the trials they have faced, and the wisdom to be learned from their deeds.

A third use of Runes is in enchanting weapons, jewelry, garments, tombs, and items of ritual value. The cleric must use the inscribe rune spell to put the power rune onto the object. Runes used in this way create magical items usable only by clerics. The magical properties of a properly inscribed object are activated by the Bless Rune spell. To properly inscribe an object with a power rune. A cleric must have learned that specific rune through the Know Rune spell and the perilous nine-night rituals associated with that spell.

Rune Spells

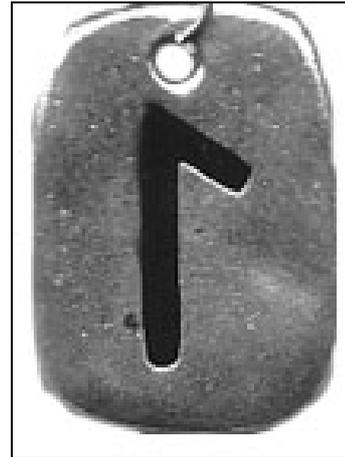
The following clerical spells are known at the appropriate levels by all clerics who serve Immortals of the Northland pantheon, and who have the Read Runes skill.

Interpret Runes	Level 2	To divine the future of a person or action
Bless Rune	Level 2	To Activate a Rune inscribed
Know Rune	Level 3	To learn 1 power rune
Inscribe Rune	Level 3	To inscribe a rune for later blessing / use.

Bless Runes

Range: Touch
 Duration: 10 rounds unless otherwise specified
 Casting Time: 2
 Effect: One Power Rune inscription.
 Save: None

Cleric spell granted by different Immortals at different level (1 or 2). Use of this spell activates a Power Rune which has previously been properly inscribed on an object by a Cleric (this can be the caster of the Inscribe Rune spell or any other Cleric casting Bless Rune. The best Known magical powers of the 24 Power Runes of Odin are listed in the special Rune chapter. Other powers of these Runes might be learned through adventuring. Different Power Runes may also exist, and these additional Runes might be discovered through adventuring. Bless Rune activates only one of the various powers inherent in the Rune. The caster must specify which power (he must know the specific use he wants to invoke, he can't blindly choose or take one at random!!) he wishes to invoke before casting the spell, or the spell fails and the Rune is not activated.



Interpret Runes

Range: touch
 Duration: Instantaneous
 Casting Time: 2
 Effect: one Cleric
 Save: None

Cleric and Humanoid Shaman 3 spell, but only granted by Immortals of Northern Phanteon (see list.).

Using a specially carved and enchanted set of tiles (only wooden: Birch, Oak, Hazel or Willow, or Clay or Stones), the subject can ask the Immortal he serves for guidance on a course of action. The subject casts the spell, addresses his Immortal with the proper ritual phrases, describes the course of action he proposes, then casts the tiles in front of him. In the tiles the subject reads the answer of his Immortal patron. The Immortals generally answer in one of the following ways:

- You have chosen well. You have our Blessing. (Good idea.)
- Your fate is uncertain but you have our blessing. (Well, it's not a terrible idea.)
- Your choice is unwise. May the fates bless your fortune. (Bad idea. If you try this, you'd better be lucky.)
- Your choice offends us. May you live to regret it. (Not only a bad idea, but against the principles of your cult. Your patron is not pleased, but might forgive you.)
- Silence!! (Could mean anything from "How could you waste my Time with something that dumb?" to "Do that, and you are not only dead, but your ghost will be looking for a new Immortal to serve".)
- or the Immortal might give a specific answer.

The 24 Power Runes of Odin must be carved into tiles (mostly oak) by the Cleric who casts the spell.

The invocation must respectfully ask for the Immortal's attention and plainly describe the course of action upon which the Cleric wishes an opinion. Some say that elaborate-carved and ornamented tiles are no more effective than crudely-improvised tiles, so long as the Runes are clearly and accurately represented. Others claim that only the finest materials and the most skilled craftsmanship are pleasing to the Immortals. It is also so that now or in a later date the material used will also depict the Immortal. This spell can also be used to throw Runes for another character on a specially scribed surface (be it sand, cloth, wood or else), and so enable the caster to see some of the personality, past, present, and future of that specific character. The symbol will then be a 4"-6" Ø small circle, surrounded with a 6"-10" Ø larger circle both "cut" in arts by a cross in between. Each part will be designed to ward one of the Elemental Planes, or Spheres of Power. The Entropic sphere is depicted outside the greater circle, or sometimes by a smaller circle (about 2"Ø diameter). The outer circle depicts the past, or history or personality of the character read, the mid circle today, and the inner circle (not the Entropic one if it exists) the future. Sometimes it is switched around.



Material	Immortal
Oak wood	Odin
Birch wood	Thor
Hazel wood	Frey
Thorn wood	Loki
Willow wood	Freya
Beech wood	Frigg
Clay	Hel
Sandstone	Baldur
Rosewood	Odur
Mahogany wood	Heimdall
Steel	Magni
Gold	Surtur
Silver	Ymir
Electrum	Forsetti
Granite	Mimir
Parchment	Bragi
Glass	Aegir
Platinum	Tyr
Gemstones	Sif
Bone	Garm
Leather	Modi
Pine wood	Uller
Shell	Vidar
Scales (Dragon)	Jormungandr

Inscribe Runes

Range: Touch
Duration: Permanent
Casting Time: 3
Effect: One Power Rune on one single object.
Save: None
Cleric and Humanoid Shaman 3 spell.

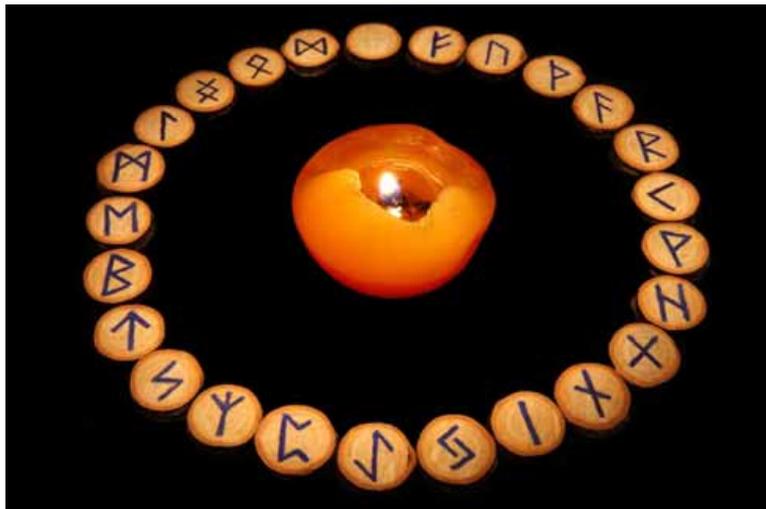
Use of this spell permits a Cleric to inscribe a power Rune on an object. The Cleric must know the Rune (see the Know Rune spell) and perform the appropriate rituals. Any error or omission in the performance of the rituals spoils the spell effect. Unless inscribed using this spell, a Power Rune has no magical properties and can't be activated. Once properly inscribed upon an object, a Power Rune may be activated by a Cleric using the Bless Rune spell. An object inscribed with a Power Rune becomes linked to the Cleric that performs the ritual and casts the spell. Henceforth the Cleric will know whenever the Rune is activated by a Bless Rune spell, or when it is destroyed physically (i.e., by destruction of the Rune or the object) or magically (i.e., by a dispel magic or similar spell). This occurs regardless of distance from the object. The Cleric knows nothing of the circumstances of the activation or destruction of the Rune—only that it has been activated or destroyed. There is a limit to the number of Power Runes a Cleric may have magically inscribed at any one Time. The total is equal to the number of third level spells the Cleric can memorize at one Time. If the Cleric attempts to inscribe a greater number of Power Runes than his limit, all Power Runes currently inscribed by him immediately lose their magical properties, and his current Inscribe Rune spell ritual is spoiled as well. Objects properly inscribed by a Cleric retain their properties after his death. To effectively inscribe an object with a Power Rune, the object, the Cleric making the inscription, and the tools to make the inscription must be ritually purified and dedicated to the Immortals. The preparations for the ritual require 2d4 hours, and the ritual itself requires 4d6 hours. The preparations and the ritual itself must be performed by the Cleric who is to cast the spell and make the inscription. If the Cleric is disturbed in any way during the ritual, the ritual is spoiled, and the spell can't be cast effectively.



Know Runes

Range: Caster
Duration: Nine Nights
Casting Time: 3
Effect: Cleric
Save: None
Cleric and Humanoid Shaman 3 spell

Use of this spell permits a Cleric to learn one (and only one!) of the 24 Power Runes of Odin, or some of the additional Runes sometimes applies by other Immortals of the Northern Phanteon (see the Futhark variations). To be effective, this spell must be accompanied by the ritual appropriate to the Cleric's Cult. Each use of this spell results in the Permanent (but restorable) loss of one Constitution point. A Cleric who knows the Rune or an object bearing the properly-inscribed Rune must be present during the nine day ceremony. A Cleric who knows the spell must also be present to speak the proper words. The Know Runes ritual requires



the ceremonial (not real) death of the Cleric who is to learn the Rune. As a Consequence, each use of the Know Rune spell results in the permanent loss of one Constitution point (unless broken of before the 5th day). The Cleric is given a special potion—a toxin which doesn't kill, but paralyzes the Cleric's mind and body, including a death-like appearance. The Cleric remains awake for nine days and nights, but can't communicate, even by mental magic. Cut off from all perception of the world, the unprepared can actually perish in their brush with the madness which results. No mortal can know more than 10 Runes, even with the use of a Wish. A Wish, can never grant a person the usage of a Rune only the usage of this spell and the appropriate ritual can (why, nobody knows, or understands, except Odin, but he refuses to tell). All 24 Power Runes are depicted in the Rune section of this document.

In the Aegir Cult, one is placed atop a mountain for 9 nights, upside-down, just preceding a heavy thunderstorm. The person must suffer all weather effects, cold, wind, rain, hail and lightning.

In the Baldur cult, the Cleric is forced to sit in trance atop a high mountain, without any help, food or drink for the period of nine days.

In the Bragi cult, the Cleric is laid to rest in a ceremonial deep pit, which lets in absolutely no sound, there he remains in trance for the nine nights, without food or drink, but nobody is allowed to disturb the process, on risk of death for the Cleric.

In the Frey and / or Freyja cult, the Cleric is laid to rest on a ceremonial funeral pyre, which is not lit, where he remains in trance for the nine nights. This pyre may even be placed just outside the village, but nobody is allowed to disturb the process, on risk of death for the Cleric.

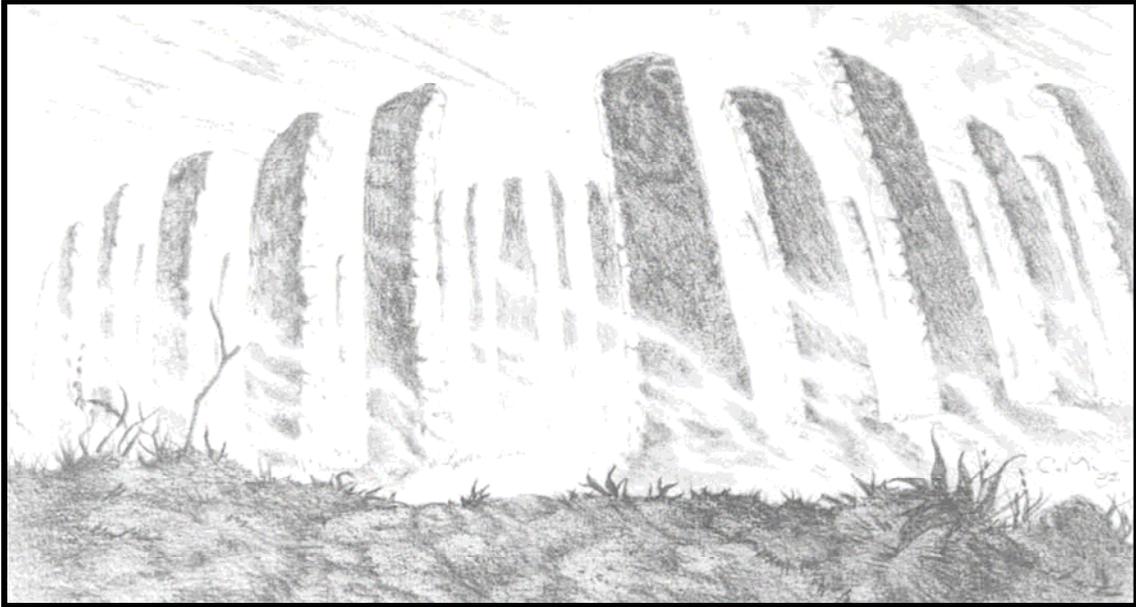
In the Frigg cult one is forced to bind oneself completely and remain so for nine days. The females who endure this (males are extremely rare) all are dressed most beautiful, and wear the most severe corsets, cosmetics, shoes/boots, and are heavily bound during the ritual. They often use this ritual in a lessened way as way of living, to symbolize the power of love and to surrender to it.
In the Heimdal cult, the Cleric is set standing up awake, where he remains in trance for the nine nights, without sleep, food or drink. Nobody is allowed to disturb the process, on risk of death for the Cleric.
In the Hell cult, the Cleric is entombed together with a fresh corpse of a human for the period of nine days.
In the Jormungandr Cult one is buried in loose soil upside down, appendages, tail and neck horizontally spread from the body for nine days.
In the Loki cult, the Cleric drinks the potion and is sealed in darkness. This may even be some dark dungeon where he wanders in dream sleep in darkness for the period of nine days—special dungeons exist primarily for this purpose. Many of these exist in Hule, only a few on the Northern Reaches.
In the Mimir cult, a ceremonial hangman's noose is placed around the Cleric's neck, and then he is bound and buried in a watertight coffin in a sacred bog for nine nights.
In the Odin cult, a ceremonial hangman's noose is placed around the Cleric's neck, and then he is bound and buried in a watertight coffin in a sacred bog for nine nights, Or he is hung upside down, on one leg, with bound arms at one' for nine nights.
In the Odur cult, the Cleric is laid to rest on a ceremonial funeral pyre, which is lit around, but not itself, where he remains in trance for the nine nights, without food or drink. This pyre must remain alight, but nobody is allowed to disturb the process, on risk of death for the Cleric.
In the Thor cult, the ceremony is similar, except that the Cleric is buried in the earth for nine nights.
In the Tyr cult, a ceremonial hangman's noose is placed around the Cleric's neck, and then he is bound and buried in the earth for nine nights.
In the Uller cult, a ceremonial hangman's noose is placed around the Cleric's neck, with a piece of smelly fresh meat on it, and then he is bound and sent blinded into the woods, wandering like a zombie, for nine nights.
In the Vidar cult, a ceremonial hangman's noose is placed around the Cleric's neck, and then he is bound and buried in a watertight coffin in the ground, far away for nine nights. When he finally awakes he also must return to civilization without help within another 9 days.
In the Ymir Cult, one is placed atop a Frozen mountain for 9 nights, upside-down, just preceding a heavy Snowstorm in mid winter. The person must suffer all weather effects, cold, wind, rain, hail and lightning.
Other Immortals who use this spell will have their own rituals, basically similar, but still personalized.

At the end of the nine-night ceremony, the Cleric must be awakened from his ritual death. Thus, a Neutralize poison spell and a Cure Critical Wounds must be available, at least. The character can sometimes perform this himself if he succeeds a Constitution check at -2, and has the spells prepared by potions, or similar ways to produce the same effect without the use of memorization (he is yet unable to cast a spell from mind or scroll, but able to drink a potion, use an item, etc.). When the character is awakened, a reverence check is required (made along his character Traits). A successful check means the character knows the Rune he or she sought to learn. A failure may indicate that the Immortal has chosen to give the character a Rune other than the one requested. In some cases, the Immortal gives the Cleric a Rune more suitable for the Immortal cult served. In other cases the Immortal may assign a Rune at random or, occasionally, more than one Rune. Sometimes the Rune requested is granted, but only upon accomplishment of some task or quest. In rare circumstances, the Immortal gives the Cleric a hitherto unknown Power Rune.

Most modern nations in the Known World regard the Know Rune rituals with Horror and disgust, because of their nearly suicidal associations. Therefore, these practices are kept secret by Northman Clerics, though widely-rumored. This may partially explain why Rune magic is not common outside the Northern reaches. This is also so because most other Immortals despise the use of this spell or the danger and power of the Runes. Mostly this is based on the lack of understanding. Remember that Odin is still now the only Immortal who became mortal and Immortal again and reached the highest Immortal ranks. He would apparently know more about the Multiverse than any other Immortal. Only the Northman Immortals basically understand the use of the power because Odin himself explained it to them (even to Loki and Hel, apparently because the power must be balanced among all spheres of power).

To Activate these Runes a Bless Rune spell is needed, or a Bless Rune effect. This effect can be produced with specially created Bless Sticks and actively holding it for 1 full round. This way of activating can only be done if the Rune is not activated in the last 24 hours, and is not under effect of any anti-magical effect. The bearer of the Rune must also be of the same alignment as that of the creator of the Rune. This is not needed when a Bless Rune spell is used, and that way the Rune can be activated more often, when another Bless Rune spell is cast to activate again. The Rune will mostly stay active for a duration of 10 rounds, except when described different for that Rune. The first 24 Runes are the best known Runes by Northern Clerics and adventurers. All characters can learn to recognize these Runes, paraphrase their meanings, all understand their magical functions. Only those inspired by sacrifice and communion with their Immortal(s) by a Know Rune spell ritual can understand and reproduce these Runes. Unless otherwise noted, characters get Saves against Rune spell as if against Magic Wands.

The other Runes are some of the many other Runes of Power. These Runes are the property of the Immortals, and may be bestowed on favorites. When encountered, these unique Runes can't be comprehended without special knowledge (such as instructions from the original inscriber, scholarly research, or divine guidance). To invoke the power of a Rune, one must understand what specific effects the Rune may produce and specifically request the one desired effect when blessing the Rune. A desperate Cleric might try to invoke a Rune which he did not understand. He must try a effect he thinks is imbedded in the Rune. If there is an effect in any way related to the power of the Rune, there should be a chance to activate the rune. Normally nothing happens. Occasionally something nice happens. Occasionally something horrible happens. Invoking a Rune without specific knowledge of its powers is a Chaotic act, and not to be taken lightly undertaken. A character may occasionally be given his own personal Rune by the Immortals. It is a sign of great favor, and often a sign that a great fate awaits the character. Generally that fate is as much of a curse as a blessing.



Standing Stones

Skalds carve freestanding stones by roadsides to commemorate important events and to tell of the good and evil deeds men do. The Inscriptions on standing stones are left so that those who follow after may learn from the experiences of eyewitnesses inspired by the Immortals. The Rune inscriptions can only be read by those who have the Read Runes Skill. Neither the Read Languages, Read Magic, Thieves reading skills, or any other magic way of translating permit reading Rune inscriptions. The special enchanted nature of the Runes is Clerical, and is not affected by Magic-user spells. A Wish or Contact Outer Plane, however, might be effective, depending on circumstances and the decisions of the Immortals. These stones and the Runes inscribed upon them are sacred to the Immortals. Tampering with or defacing them is a great sacrilege. Those dedicated to Odin or other Immortals will stop at nothing to avenge a slight to the Runestones. These Stones draw also on the great powers of the Planet and can create great magical effects when standing in stone circles (or sometimes even wood circles), up to raising the Dead and even more. The rituals in creating these stone circles is elaborate and very difficult, and takes several decennia, or even centuries to finish. These circles are named Henges, and it is not only the Henge itself which is important, but also the silhouettes of the surrounding hills, mountains, rivers, the rise and fall of the sun and Planets and stars, all in combination. Each Henge is a unique construct and no two will exist who look the same in total (that is in conjunction with the surroundings, sun, moon, and stars, etc.).



Fehu: Cattle

This Rune signifies wealth. Northmen traditionally figure their wealth in terms how many cattle they own.

- 1 Indicates the presence of treasure within a radius of 90'.
- 2 Indicates direction to a specifically identified treasure.
- 3 Announces the owner of an inscribes object.
- 4 Shields a treasure form any magical detection (even if by this Rune).



Uruz: The Aurochs

This Rune signifies the Strength of the wild beast.

- 1 Causes one hostile wild animal to stand as if hypnotized.
- 2 Gives the bearer of the Rune the Strength of a Bear (18).
- 3 Attracts the attention of all attackers within 30' radius and causes them to attack the bearer of the Rune instead of other companions (just as the Bull Auroch challenges a pack of Wolves in order to protect the herd).



Thurs: The Giant or Thurisaz: Thorn

This Rune signifies the various creatures of the giantish races. It is specifically granted by Thor

- 1 Causes Giantish creatures to have a favorable reaction (+2 to reaction rolls) to the bearer of the Rune.
- 2 Causes one giantish creature to stand as if hypnotized. The creature may save vs. spells each round to overcome compulsion.
- 3 The bearer of the Rune grows to the size of a Hill Giant, and in effect becomes a Hill Giant, with all associated abilities and liabilities (including a Hill Giant's stupidity (Intelligence and Wisdom -5, never higher than 10) and savage, brutal nature.). The bearer's clothing and armor may be destroyed by the transformation (save vs. Crushing Blow), and even damaging the bearer (if the save was a natural 1 or failed by 5 or more the bearer gets no damage else he will sustain the Armor Value in damage.) Normal human weapons become almost useless to the character, and will give half damage maximum with a lowering to the character's THACO of 8.
- 4 The character grows thick thorns all over his body, effectively improving his AC by 1, any touch or hugging attack will be hampered and giving the attacker 1d4 damage, or 3d4 damage if hugging.



As: The Immortals

This Rune signifies the Immortals and their Realms beyond the Prime Plane.

- 1 Reveals the true appearance of magically disguised creatures, particularly Demons, Immortals, and various creatures from beyond the Prime Plane (thus not Dragons, Fairies and such local creatures—they are entitled to a Save vs. wands to negate the effect, so it will not reveal their true appearance).
- 2 Creates a Circle of Protection as with a Protection Scroll which prevents Demons from entering the circle of Protection.
- 3 Confers a +2 bonus on all Saves.



Raidu: Journeying

This Rune signifies the traveler.

- 1 For a six Hour period, the bearer awakens from sleep if an enemy or creature with hostile intent to the character approaches within 100' (even if a creature is not directly hostile to the character, but becomes so later, while within 100' of the character, the character will instantly become fully awake upon the very moment the creature got the hostile intent. It doesn't warn the character from any other dangers.
- 2 If the bearer is lost, or the way is obscured by darkness or bad weather, the bearer senses which direction (but not distance) to travel to reach his destination. It doesn't reveal any dangers in between, and reveals only the road, trail, or if none is available, the direct route towards the destination.
- 3 For a six hour period, the bearer receives a +2 bonus to Constitution checks made as a result of fatigue or dangerous weather conditions.



Kaunna: Fire or Kenaz: Torch

This Rune signifies the warmth-giving hearth, the light-giving torch, and the destructive power of wildfire.

- 1 The Rune burns like a torch for two hours, yet it doesn't consume the material the Rune is inscribed upon. The fire burns even in heavy rain, but not while submerged. It sheds light as a torch and ignites normal combustible materials.
- 2 The Rune burns intensely for the duration of the Bless Rune spell. If a to-hit roll is made, the victim takes 3d4 damage when struck. Those creatures vulnerable against heat and fire take double damage.
- 3 The bearer of the Rune will not feel colder than next to a small fire, whatever the real current temperature.



Gebo: Giving or Gefu: The Gift

This Rune signifies generosity and hospitality.

- 1 Causes intelligent creatures to respond positively to requests for food, water, Shelter, and Clothing (+3 to reaction rolls).
- 2 Causes hostile or vengeful persons to positively respond to offers of appropriate gifts or wergild as compensation for injury or offense given. (+3 to reaction rolls).
- 3 The spell can create a temporary existing image of the most desired object to the one the bearer of the Rune wants to be friendly to.



Wunjo: Joy, Pleasure

This Rune signifies great happiness and appreciation of Life.

- 1 Causes an audience to respond favorably to a tale or song (+2 to reaction rolls).
- 2 Causes one listener to respond favorably to a request for aid (+4 to reaction rolls).
- 3 Causes all intelligent creatures within 20' radius to temporarily stop fighting. Creatures making a save vs. spells may resist the effects of the Rune. Creatures no longer within the 20' radius are no longer affected. The characters may also make traits checks to resist the effects of the Rune.



Hagalaz: Hail or Hagla: Cruel Nature

This Rune signifies the violent destructive side of nature.

- 1 Creates a single Lightning bolt as the Magic Users spell, but doing only 3d6 damage.
- 2 Creates a violent, miniature rain storm within 20 yards per level of the inscriber of the Rune radius, centered on the bearer of the Rune. Creatures within the area of effect must make Strength checks (or Dexterity checks, if more appropriate) each round to perform actions normally. Missile fire within the area of effect is absolutely impossible.
- 3 Creates a small earthquake, similar to that of the Earthquake spell cast at 6th level of experience.
- 4 Causes a small hail storm, 10' in diameter per level of the inscriber of the Rune. Within 60 yards away from the bearer of the Rune. Creatures within the area of effect take 3d6 damage. Successful Saves cause only half damage, any hard and solid protection (like strong wooden planks, metal, stone, a roof, etc.) will totally negate the damaging effects, also may the Armor Value be deducted from the damage taken.



Naudir: Desperate Need or Nauthiz: Need

This Rune signifies great danger and the good fortune needed to avoid it.

- 1 Permits the bearer to delay the effects of any single attack once during the Bless Rune spell. The bearer must indicate avoidance of the attack before to-hit and damage rolls are made. The effects of the attack are delayed until the end of the Bless spells duration.
- 2 Permits the bearer of the Rune to move twice as fast as normal for a single Turn, once per spell.
- 3 Gives the bearer of the Rune a +2 bonus to all Saves for the duration of the Bless Rune spell.



Isar: Ice

This Rune signifies ice and cold.

- 1 Causes a 10'x10' water surface to freeze solidly, thick enough to support the weight of a normal man (2000cn). If formed in rapidly-moving water, the ice becomes an ice raft and floats with the current. At the end of the duration of the Bless Rune spell, the ice melts in 1d10 rounds, regardless of surrounding temperature or conditions (in fact the ice can't melt at all until the duration of the Bless Rune ends).
- 2 Causes a small ice storm (equal in effect to the Magic-user spell Ice Storm), 10' in diameter per level of the inscriber of the Rune. Within 60 yards away from the bearer of the Rune. Creatures within the area of effect take 3d6 damage. Successful Saves cause only half damage. The storm lasts as long as the duration of the Bless Rune spell, and gives damage once each round to all within the area of effect. The cold and ice so created will evaporate (according temperature and conditions) in 1d10 rounds.
- 3 Attracts 1 cold based creature who somehow feels to compel itself too help the bearer if within one mile of the inscriber of the Rune. (Calculate distance and movement rate to find out when the creature will appear) . This includes the rare Frost Mages, White- and Crystal Dragons, Coldrakes, Polar Werefoxes, and all other creatures accustomed to the cold. This will never include those creature who have to protect themselves with fire of clothing (like Eskimo's) against the cold, even if they are more resistant to cold than a normal creature of that species would be.



Jera: Year, Good Harvest or Jarn: Fruitful Nature

This Rune signifies the bounty of wild nature (as opposed to domestic animals and crops)

- 1 The bearer is informed whether plants or animals are edible or poisonous. This includes natural plants and animals outdoor and subterranean environments.
- 2 Indicates direction to specific species of plants known by the bearer to have medical or magical properties. Maximum range is one mile. It will show the direction as a sense in the mind of the bearer.
- 3 Improves the harvest of a specific tree, bush or 10 square' of land, so it will give maximum yield for one harvest only. This use depletes the land for one year after. Thus the depleted year will give minimum harvest, and must come to rest by another year of normal harvest. First then it will be possible to enhance it again with the usage of this Rune.



Ihwar: The Hunter or Iwaz: Jew

This Rune signifies the tracking, snaring, and killing skills of the hunter and the cycle of life and death.

- 1 Missile weapons (leather sling or wooden bow, thrown rock or stick, wooden spear(no blade), or blowpipe with Darts, or throwing darts) inscribed with this Rune gain a +2 bonus to hit.
- 2 Small traps and snares inscribed with this Rune permit the bearer to capture small creatures (maximum 20 pounds) without injuring the creatures. If the species is natural to the environment, the creature will be lured to the snare within 24 hours. If the creature is not natural to the environment, the Rune has no effect.
- 3 The bearer may trace the trail of any creature, regardless of the surface traveled, or physical or magical attempts to obscure the path. Effectively only during the duration of the Bless Rune spell.



Perthru: The unseen or Perthro: Lot Cup

This Rune signifies the concealment and hidden knowledge and the evolutionary force.

- 1 Those within 60' radius of the bearer fail to notice him as if he weren't really there. Even if observers bump into him or see other evidence of his presence (shadows or objects interrupted in flight), the observers fail to recognize the significance of the evidence. More distant observers are not affected(in effect the mind of the creatures within range are under influence of the Rune).
- 2 Messages written in Runes are permanent concealed from view if accompanied by the activation of this Rune within the message. The message can only be read by the activation of another Perthro Rune within line of sight of the concealed message.
- 3 The bearer is aware of, but can't see, invisible beings (even those Invisible to Mortals) within 60' radius. The bearer is not aware of direction or distance to the invisible being. The only indication of the presence is the brilliant glow of the activated Rune.



Algir, Elhaz, Algiz: The Elk, Protection

This Rune signifies Protection.

- 1 A Shield inscribed with this Rune acts as a +1 magical shield.
- 2 The bearer receives a +3 to all magical Saves.
- 3 A weapon inscribed with this activated Rune will automatically parry any one attack during the Bless spell's duration. The character must indicate which attack he chooses to parry before to-hit and damage rolls are made.



Sowilo: The Sun

This Rune signifies healing and good health.

- 1 One healing spell thrown by the bearer or used at him automatically cures maximum possible number of hp. Rune activation is immediately cancelled.
- 2 Heals the recently dead. The victim loses one point of Constitution permanently (but restorable) and is raised to 0 hp—thus still unconscious for at least 3d100 rounds until he heals up to 1 hit point and awakes, still weak, but alive. The victim must have been reduced to negative hp no more than ten rounds before the Rune is touched by the victim, and the victim has not been reduced below -11 hp; otherwise, the Rune has no effect. The power from the Rune will be instantly released if successful.
- 3 The Rune explodes its power violently with the power and light of a Bright sun, with all effect upon the Undead as if the real sun.



Tiwaz: War

This Rune signifies might and valor in arms. This Rune is dedicated to Tyr

- 1 Causes a Rune inscribed weapon to strike automatically and do maximum damage. Rune activation is automatically cancelled.
- 2 Causes the bearer to ignore the effects of magical fear or illusions.
- 3 Reduces morale of attackers within a 10' radius by one point.



Berkano: The birch (Immortal)

This Rune signifies the durable vitality of the birch.

- 1 If wearing no armor (or magical armor device- or spell effect), the skin of the bearer becomes as tough as bark. Armor Value is 3. Shield may also be used. Wearing any other armor effect negates the benefits of this Rune. It lasts for as long as the bless Rune is active.
- 2 Bearer takes half damage from one physical or magical attack. Bearer may elect to take halve damage after knowing the damage caused by the attack. Rune activation ceases immediately.
- 3 Bearer is automatically healed of 10 hp worth of damage. Rune activation ceases immediately.



Ehwaz, Ehwo: Horse, two Horses

This Rune signifies communication with and Mastery of Horses.

- 1 Bearer may enter the mind of a Horse for the duration of the spell, perceiving as a Horse perceives, and with the Horse's instincts.
- 2 Bearer automatically passes all horsemanship skills checks.
- 3 Bearer may summon a specific Horse that is within one mile of the bearer. If the Horse knows the bearer well and has been well-treated, it will arrive as soon as possible, risking combat with other creatures, and risking its life in difficult maneuvers if necessary, even after the duration of the Bless Rune spell has passed. Otherwise, the Horse will take no risks in answering the bearer's summons, and will take it's Time, thus easily escaping the effect of the Rune after the 10 rounds duration of the Bless Rune spell.



or Mannaz: Man, Human Being

This Rune signifies knowledge and earthly Wisdom.

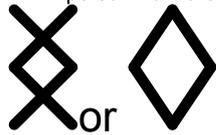
- 1 The bearer may know the true intentions and basic personality of one human or humanoid, even if he has never met him before.
- 2 The bearer may search the mind of another human or humanoid for the answer to one question. If the subject knows the answer, the bearer learns it. If the subject doesn't know the answer, the bearer is no wiser. The more complicated the question, the more uncertain, unreliable, and obscure is the answer the bearer receives.
- 3 Upon holding an object belonging to another Human, the bearer may know which direction to travel in order to find him. The bearer has no idea of distance, only direction. Rune activation ceases immediately.



Laguz: Water

This Rune signifies protection from drowning and from the power of the sea.

- 1 The bearer can breathe underwater.
- 2 The bearer can float on the water's surface, regardless of personal encumbrance. He may also buoy up to one other person if the person is not wearing armor (or carrying bricks or something equally silly).
- 3 An activated Rune carved into the prow of a ship protects it from shipwreck for 1d10 Turns. It doesn't protect crew members.
- 4 An activated Rune carved into a wooden staff will keep an unencumbered person afloat for 24 hours. It will not protect the person from the elements.



or Ingwar: Ing The Earth Immortal

This Rune signifies the power of Growth in natural things.

- 1 Causes normal plants to grow to fill a 15' radius hemisphere centered on the bearer. This unnatural growth of natural plants causes the plants to distort, collapse, and intertwine, creating a formidable barrier against attackers or blocking a narrow path. The effect proceeds by increments for the ten rounds of the Bless Rune spell, ending in the final round. The plants remain huge and distorted until they are distorted or die naturally.
- 2 Causes a single plant or an object made from plants to grow up to five times its original height and twice its original width in one round. The effect lasts for the duration of the Bless Rune spell. Thus a staff, hemp rope, or cotton shirt, a well as a tree or vine, may be grown to a greater size.
- 3 Causes a natural animal to grow to twice its normal size in one round. The creature may only move at half its normal speed and Dexterity, but its hp, damage done, and carrying capacity are doubled. The effect lasts for as long as the Bless Rune spell.
- 4 When both versions are use simultaneously a friendly Earth Elemental can be called (always the same), who will try at his best abilities to help the wielder of the rune. But beware, if the wielder behaves in contradiction to the Lawful tendencies an Earth Elemental has, he can be attacked. The Elemental must always be declared why something has to be done, as he needs to know if what he must do is not against his own principles. The Runes will disappear forever when the Earth Elemental died, even if it was conjured and killed somewhere else (as by the Mage spell: Conjure Elemental), this is a chance of 5% each year (not cumulative).



Othala: Birthright, Ancestral Property

This Rune signifies power over the fate ordained by the Immortals.

- 1 during the ten round period of the Bless Rune spell, the bearer may permit another creature to ignore the effect of one attack that would reduce it to negative hp or cause its death by magic or poison.
- 2 The Rune permits the bearer to ignore one attack which would reduce him to negative hp or cause him death through magic or poison. The Rune need not be currently activated, but the bearer must bear the Rune-inscribed object in his hand and must be able to cast the Bless Rune spell (that means that he must have the spell memorize, in an item, must be conscious and able to speak the incantation activating the Bless Rune spell). This action is performed automatically, regardless of other actions taken by the bearer during that round.



Dagaz: Day

This Rune signifies the powers of light and darkness.

- 1 This causes the Rune to burn as brightly as the sun for ten rounds, bright white light, not the sun's heat). All areas within line of sight of the Rune are brightly illuminated, up to a distance of 200 yards from the Rune. The light can be seen from 24 miles away on sea, grasslands, a-top a high mountain or object and from 8 miles elsewhere on land. This magical effect is not affected by Darkness or Continual Darkness spells.
- 2 This reduces all artificial and magical light sources within 120 yards of the bearer to 1% effectiveness (i.e., 99% Darkness). All attacks are at a -4 penalty.
- 3 This permits the bearer to see in the dark as with infravision 90 ' far away for the duration of the Bless Rune spell.



Æc: Oak

This Rune signifies the Sturdiness of the Oak.

- 1 The bearer of the Rune his hp become maximized (all his Hit Dice will produce the highest possible number of hp) and his Constitution becomes maximized also (it becomes 18) and as thus improving hp also.
- 2 All spells cast by the bearer of this Rune will give maximum effect as long as they are cast within 10 rounds, after which the Rune deactivates.
- 3 The bearer can conjure a 15HD Treant who will help the bearer to the best of its abilities before being Teleported back, when the Bless Rune spell ends. A Treant must be treated with respect or it will refuse any aid. The rune will always conjure the same Treant, and whenever it dies the rune will disappear also. This chance is 5% (not-cumulative) each year.



Æsc: Ash

This Rune signifies the might and magic of the legendary Ash tree Yggdrasil

- 1 The Rune can open a Gate along the Yggdrasil to the following worlds:

Vanahaimr (Plane of Water, Ice = Time, realm of organic patterning and coalescence—Water. Abode of forces in fruitful and static balance),

Nifheimr (Plane of Earth = Matter, Realm of mist becoming Ice, abode of contraction and magnetism. The force of antimatter, a point constantly pulling in on itself, like a "black hole"),

Muspelheimr (Plane of Fire = Energy, realm of fiery sparks, abode of expansion and electricity. The force of pure Energy constantly expanding away from itself),

Jotunheimr (Plane of Air = Thought, A realm in constant motion, seeking to oppose and give resistance to whatever it meets. Force of dissolution and deception. Reactive power of destruction (necessary to evolutionary change),

Midgardhr (Prime Plane, middle -earth. In the cosmos this is material manifestation—earth. In the make up of man this is the body, but also the all-potential of the self. In Midgardhr all the worlds meet),

Ljossifheimr (the realm of the Elves, Broad expanses of light (which also contain other sub-Planes). The abode of mind and memory—the intellect.),

Asgardhr (the realm of the Northmen Immortals, Realm of consciousness that is in and of itself complex, with many enclosures and halls within it, among them *Valhöll (Walhalla)*, *Hall of the fallen*. The abode of the fetch, and the House of the spirit(önd.),

Svartalfheimer (*the realm of the Dwarfs, Abode of the Hamr* (shape or hide). A "subterranean" world of darkness where shapes are forged. *Realm of the emotions*),

Hel (*Avernus, realm of the instincts*. Abode of stillness and inertia—unconsciousness. The final resting place of the Soul of the non-Erulian).

- 2 Gives the bearer the ability to phase through solid Matter for the duration of the Bless Rune spell. If the bearer is still inside solid Matter, when the Rune power expires he dies instantly, merging with the Matter.

- 3 The ability to commune with the Immortals directly, on even level without chance of madness for the duration of 10 Questions or answers, or 10 rounds, whichever happens earlier.



Yr: Gold Decoration

This Rune signifies the beauty of jewelry and other decoration.

- 1 This Rune enhances the Charisma and the comeliness of the character by 3 points if he wears at least 3 pieces of jewelry.
- 2 A piece of jewelry inscribed with a Yr Rune and then activated, becomes magically enhanced to improve reaction rolls by 3.
- 3 The bearer can change the appearance of copper jewelry to be that of Gold for the duration of the Bless Rune spell.



Æar: Grave

This Rune signifies Death.

- 1 The bearer is protected against all draining attacks for the duration of the Bless Rune spell.
- 2 The Rune can restore one lost level due draining. The Rune is exhausted immediately after this use.
- 3 The corpse imbedded in a grave upon which this Rune rests, will be protected against becoming Undead. The corpse can't be animated, and the Soul may throw a Save vs. spells to prevent becoming bound to his corpse again. This also prevents any Raise Dead (Fully) spells cast upon the corpse.



lor: Snake, Serpent.

This Rune signifies the Power of the Wyrn.

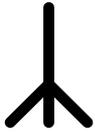
- 1 Enables the bearer to conjure a small Dragon (without spell use), with an alignment equal to the bearer that will aid the caster for the duration of the Bless Rune spell, after which the Dragon breaks apart and the dragon Soul returns to the Draconic Planar Cluster.
- 2 Enables the bearer to use the Rune to control a Dragon for the duration of the Bless Rune spell. The Dragon may negate the power of the Rune with a successful Save vs. spells. The dragon will mostly behave negative, or outright aggressive, against the bearer after the control ends.
- 3 Attracts all nearby snakes from a radius of 100 yards to come to the Rune. The snakes are further freewilled and will attack prey and defend themselves against and enemies. When the Bless Rune spell ends after 10 rounds the snakes will crawl away in all directions or remain together if the surrounding temperature is too low.



Weordh: Fire-Twirl

This Rune signifies the Energy and power of Fire.

- 1 Causes the bearer to become immune to fire damage.
- 2 Gives the bearer the ability to cast a minor Fireball for 3d6 damage (Save vs. spells for halve damage applies), the Rune is exhausted directly.
- 3 Gives the bearer the ability to extinguish up to 50 fire points each round until the duration of Bless Rune expires.



Calc: Chalk, Chalice

This Rune signifies the multiple uses of chalk.

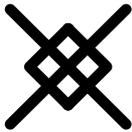
- 1 All touches of the bearer of the Rune will become in contrast with the color of the surface touched, thus making the bearer impossible to lose track of him. It also enables the bearer to retrace his steps and so prevent from becoming lost. The traces will remain in existence until destroyed or removed, covered, etc., the Rune will remain active for 1 hour.
- 2 The Rune radiates Chalk crystals that can be used at a later Time in drinks to draw the poison out.
- 3 The user of the Rune can read and write all languages for the duration of the bless Rune spell. Thereafter all knowledge about that written language is forgotten again.



Stån: Stone

This Rune signifies the Strength of stone.

- 1 Enables the caster to throw a rock at ten times the distance for double damage. This distance will be lowered by 1 for each round passed of the Bless Rune spell duration.
- 2 The bearer his skin becomes like stone and get an Armor Value of 9 for the duration of the Bless Rune spell. All sharp weapons must make a Save vs. crushing blow and be broken, they will not bring the bearer any damage. Blunt weapons will cause minimum damage. The bearer will become extra vulnerable for all spells connected with Earth and stone, and can be killed instantly with a Turn rock to mud or similar spell, all other spells will function as normal to the bearer.
- 3 When inscribed upon a Stone Golem, it will regenerate 1 hit point per 4 levels of the inscriber of the Rune.



Går: Spear

This Rune signifies the power of the spear of Odin (named Gungnir).

- 1 Causes one spear to become +3 for the duration of the Bless Rune spell.
- 2 Causes one spear to be thrown at triple distance for the duration of the Bless Rune spell.
- 3 Causes on spear to become like Odin's Spear Gungnir to penetrate even stone for the whole distance that can be thrown.



Gibor: Immortal-Rune

This Rune signifies the Strength of the Immortals.

- 1 Causes the bearer to be able to do Punch damage as an Immortal level 1 (2d6+Strength adjustments) for 1 attack only. The Rune will be exhausted instantly and can't be used for 20-Wisdom of the character in days again.
- 2 The bearer becomes 50% resistant against all magic, and can only be damaged by a +5 weapon for the duration of the Bless Rune spell. The Rune can't be reactivated earlier than 20- Wisdom of the bearer in days.



Swastika: Strength, Sun-Wheel

This Rune signifies Strength.

- 1 Gives the bearer the Strength of 19 for the duration of the Bless Rune spell.
- 2 Gives the bearer of the Rune the ability to drain Strength from those successfully attacked with a bare hand.
- 3 The bearer gains the Charisma of a leader(18) and gains maximum possible retainers.



Eh(waz): Marriage

This Rune signifies the power of a couple. But this Rune must be activated on two persons at the same Time.

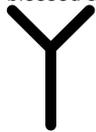
- 1 Causes both persons to gain the maximum of each traits, abilities, THAC0, Hp, and Saves for the duration of the Bless Rune spell. Ex; person 1; St. 16 In. 12 Wi. 8 Dx. 6 Co. 13 Ch. 11 THAC0 16, Sv F5, HP 34+ person 2; St. 9 In. 15 Wi. 15 Dx. 12 Co. 14 Ch. 9THAC0 18, Sv C5, hp 29= Both; St 16. In. 15 Wi. 15 Dx. 12 Co. 14 Ch. 11 THAC0 16, Best saves, hp 34.
- 2 Lets both persons make use from all memories and skills for the duration of the Bless Rune spell.
- 3 Both persons affected by the Rune feel where there perfect mate will be able to find. The range is 1 mile, and lasts for the duration of the Bless Rune spell.



Sig: Conquest

This Rune signifies the conquest and power of major battle and war.

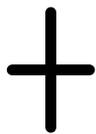
- 1 Causes the bearer to radiate power, effectively raising morale of all who see him and belong to the side of the bearer of +1.
- 2 The battle force rate rises by 50.
- 3 All battle equipment inscribed with this Rune gain maximum possible range for the duration of the Bless Rune spell.
- 4 Any couple adorned with this rune during the wedding ceremony and a complete lunar cycle afterwards will be blessed as per bless spell.



Chirio: The Choices

This Rune signifies range of possibilities

- 1 Causes the bearer to influence the effect of the last choice of action in the last hour or less. This can cause things done wrong for the character to be turned around with all effects. The bearer will never know which choice would be the right one, nor any of the outcomes if chosen to change them. This Rune can only be used once character. He will forever be blocked from this use of this Rune again.
- 2 Enables the bearer to fight with a +1 on THAC0 and a -1 on Saves and damage rolls, or to fight with a -1 on THAC0 and a +1 on Saves and damage rolls.
- 3 The bearer is able to chance the outcome of a set of thrown dices, tossed coin, or pulled cart to his choice for the duration of the Bless Rune spell.



Tabu: The Forbidden

This Rune signifies all that is forbidden.

- 1 Enables the bearer to become an Undead of his choice equal to or lower than his level, and no better than a Vampire or Nosferati.
- 2 If carved on a door or portal of any kind it will protect the portal from passage to any. All who try to pass, will lose one level in the process of trying. The only way to pass is with a successful Dispel Magic followed by a Knock(or related) spell, or the use of another Tabu Rune.
- 3 Enables the bearer to open doors locked in any way, if the inscriber of the Rune exceeds the caster of the magical lock in level, even magical locks. The bearer will then be drained for 1d4 levels for 4 Turns. If used to open any non-magical door he will be weakened to Strength 3 for the rest of the Duration of the Bless Rune spell.

Sometimes Runes are combined like on **this Protection Box**.

The border Runes on this box's lid are only decoration, but the central Rune spiral is a powerful protection device.

- 1 Only those designated to open it (or of a level higher than the caster) can open this chest/ room or house door/sack/box it is carved upon,
- 2 The box / house/ sack and its contents gain an increased material saving throw vs fire, storm, water, acid, magic, Undeath powers of +4. And shed an aura of insignificance; as if there is nothing of interest to get from that house or person bearing the rune.
- 3 A person can bear the rune and gets similar effects; increased saving throw +2 and reduced damage of +2 or 2 points/HD(1 minimum will remain)
- 4 An individual or location with this rune cannot be scryed upon...even by immortals, this usage requires anointment every 24 hours with special smoke/incense.



Final Remark;

Runes can according to the magic embedded within lose their power if they are used contradictory to the original use intended. This is assumed to function in the Real World and thus can be assumed will happen on Mystara too. Some more information of this can be found in Gazetteer 3 Principalities of Glantri, Runemasters page 75. This is assumed to have happened with the Swastika Rune, originally a powerful symbol (of the Sun) giving strength, which due its evil use in WO2 and beyond, has lost all its so-called magical powers. The same applies to the repeated Sig rune, and the Cross, who may still bear some of its original meant memory but now can only be reflected its corruption, except to those using it, who still think it does something good for them.

This means that if a DM decides a Rune has spread too far in its usage, and/or in the wrong way, he/she can decide to remove the magic from the Rune from then on, and imply that either the immortals or some other force is responsible. Keep in mind, this game is for fun.

The use of these Runes in this document does not imply Runes have real powers, but that people assume they have powers and meaning. It does also not imply that the contributors or users of this document follow this assumption. This document follows only Game rules from Gazetteer 7 Northern Reaches, with some added assumptions from Real World usage to expand on the gazetteer material.